**Rules for HCCA 2017 Super Sixer Night Tournament**

ICC limited over cricket rules applies except as described below:

**General Tournament Rules**

1. Total 8 teams with 2 Groups of 4 Teams each
2. All teams will play each other within their group
3. Final will be played between the winners of each group
4. Where two or more teams finish on the same points within each pool, the winner of the pool will be decided by the following:

a. Where two teams finish on equal points, the winner will be the team who won between the two teams.

b. Where three teams finish on equal points and the first tie-breaker does not apply, the winner will be decided by dividing the total runs scored off the bat by the total wickets lost in all games played.

c. Where two or more teams cannot be separated, Coin Toss will be used to determine the group winner

**Volunteering and Umpiring**

1. The players from two teams playing a game must be available 1 hour before their scheduled start time for volunteering help. Volunteer help is needed to search for lost ball, filling the gas for light, patrolling the boundary etc. **Example:** Teams schedule to play at 7 PM must be available at 6 PM.
2. Team will lose one point if less than 6 members of their team are available for volunteering.
3. Team will lose one point if they don’t make umpires available for the game.
4. Umpires and all captains must have watch/timers
5. Scoresheets must record start and end times of each innings
6. Umpire shall keep one extra ball with him all the time to continue with the game.

**Scoring**

1. Captains are responsible for either live scoring or ensuring scorecard is uploaded to cricclubs website within 2 hour of game end time.

**Clothing and Ball**

1. White Ball and Non White clothing. Dark clothes are preferred.
2. White pads are allowed.

**Match Rules- Group Games**

1. Games will be played between two teams of eight players
2. Only 1 bowler can bowl 2 overs. Rest can bowl only 1.
3. If 7 wickets fall before 6 overs are completed, the last remaining batsman bats on with the last “Out” batsman acting as a runner. The innings is complete when the eighth wicket falls. In case 1 or 3 or 5 runs are taken, “Not-out” batsman has to return to striker’s end after signaling to umpire.
4. Winner gets 2 points, Loser 0 points. TIED -1 points each.
5. Match Duration: 55 Minutes. 25 minutes for each innings and 5 minutes Innings Break.
6. To save time, fielding team will not search for the ball if ball is lost.
7. No Drinks Break
8. Balls used in the game must be returned to Organizers/Umpires.
9. Toss must happen 10 minutes before the start of the game. Two captains can do the toss without umpire although umpire’s presence is preferred.
10. If one captain is not available for toss, toss will be awarded to other team. If both Captains are not available for toss till 10 minutes after the scheduled start time, game will be cancelled and 0 points will be awarded to both teams.
11. If first innings is not completed within 25 minutes, innings will be stopped at the completion of 25th minute. Umpires will decide which team to penalize based on which team is at fault. If bowling team is at fault, 2 runs per ball for remaining balls will be added to bowling team’s target but bowling team will have to achieve that target in the same number of overs played by batting team. If batting team is at fault then 2 runs per ball will be deducted from their total and bowling team will have full quota of their overs to chase the target. If second inning is not completed within 25 minutes, second innings will be stopped and umpire will follow exact same procedure and declare result. **Example:** Team A vs Team B with Team A batting first. At the end of 25 minutes, Team A has batted for 4.3 overs with score 50. Umpire finds fault with Team A. 18 runs will be deducted from Team A- net score for team A is 32, so Team B will chase 33 in 6 overs. Now in the second innings if only 4.4 overs are bowled by 25th minute and score is 31. Umpire now finds fault with Team B. so 16 runs will be deducted from team B and net score of team B is 15 – Team A will be declared winner.
12. Only one side batting is allowed.

**Match Rules- Final Game**

Same rules mentioned in this document will apply except:

1. In case of TIE in final game, winner will be decided by Super over
2. In case of TIE super over, the team which has lost fewer wickets in super over will be declared winner. The bowler who bowls the super over is eligible to bat at any position during his team’s batting.
3. In case result is not decided by #1 and #2 above, winner will be decided by Coin Toss

**Fielding restrictions**

1. No fielding restriction except 4 players must be inside the circle all the time including the bowler and keeper.

**Bowling Runup**

1. Bowling runup is limited to 15 yards max ( approx.). Run up will be marked at 15 yard.

**If Ball gets lost in Darkness**

1. Ball used in previous games will be used.
2. If no old ball is available, new ball will be provided.
3. We have almost twice the balls available than needed for the tournament but in case all balls are exhausted/lost, tournament will no longer will played further.
4. Volunteers/Batting side players will search for the ball while play continues with new or replacement ball.

**Rain and interruptions**

1. No game will be rescheduled. Minimum number of over to complete a game is 2 overs per side.
2. Both teams must play same number of overs to force a result (except where overs are reduced because of time limit violation) otherwise points will be split. Number of overs to played per innings will be decided by Umpire and both Captains. Umpires decision will be final.
3. Games can begin as long as 25 minutes are remaining for the game .i.e. 2 over per side and 5 minutes innings break.
4. In case of games reduced to less than 5 overs a side, no bowler can bowl more than 1 over.
5. No refunds will be provided to anyone in case of cancellation of any game or tournament due to any reason whatsoever. Please understand that HCCA has incurred huge cost for renting Flood light which is nonrefundable as well.

**Roster, Portability, Replacements**

1. Roster can be updated with new players as long as a) player is HCCA member and b) He has not played any games with any other team.
2. **Portability:** No Portability is allowed. Each team can play with minimum of 6 players. **Exceptions to Portability rule:** Maximum of 1 Under-16 players can play as portable as long as they are not playing for opposition team in the same game.
3. **Fielding Replacements:** no replacements are allowed for any reason. Teams will have to field with less number of players in case of injury.
4. Runner is not allowed for any reason.
5. Bat/gear change is not allowed for batsman for any reason unless equipment is broken or can no longer be used.

**Miscellaneous: Exceptions, Controversies, Disciplinary issues etc.**

1. In case of any contradiction, confusion, controversy arising due to any reason, the decision of tournament committee will be final.
2. Tournament Committee: BODs.
3. Disciplinary issues: HCCA Code of conduct rules will apply
4. Porta-Potty is installed at the parking lot for public use. It must be used for all restroom needs. Violating team will get 1 point deducted for each offense.
5. HCCA cannot be held responsible in any manner for any liabilities in case of injury or otherwise to any member or spectator.